MATH MAN™ Operation Card

Disk Loading Instructions

Place the *Math Man* disk into the disk drive. The label should face up and out. Turn on the computer.

To Start

Choose the *Math Man* or Self Test game. Use the joystick or the **Z** and **X** keys to choose, then press the joystick button or **RETURN.**

Use the joystick or the **Z** and **X** keys to select the level of difficulty for the game you choose. Then press the joystick button or **RETURN.** If you're just beginning, try level three.

If you choose the *Math Man* game, you must also select a speed. Choose Mr. Plod if you're just starting.

The Math Man Game

THE GOAL—At the start of each turn, two numbers will be posted at the top of the screen. The goal of the game is to turn the "total number" (top right) into the "target number" (top left). Use the numbers on the beams to do this. If you pick up **+ 5**, for example, the total number will have 5 added to it. If you pick up **x3**, the total number will be multiplied by 3.

Beware of the paint bucket. When it reaches the top of the screen, it overturns and drenches the screen in paint, ending your turn.

TO PLAY—Press the joystick button or the **SPACE BAR** to begin.

TO MOVE MATH MAN—Move the joystick in the direction you want to move. If you don't have a joystick, use the **Z** and **X** keys to run along the beams, the **;** (semicolon) and **.** (period) keys to climb up and down.

TO SELECT A NUMBER—Move over the number you want and press the joystick button or **SPACE BAR.**

TO CHANGE THE LEVEL, SPEED, OR GAME—Press the **ESC** key.

TURN SOUND ON OR OFF—Hold down the **Control** key and press **S**.

Keys

Z	move left
X	move right
;	climb up ladder
.	climb down ladder
ESC	change level, speed, or game
Ctrl-S	turn sound on or off
SPACE BAR	pick up numbers or begin play
RETURN	select speed, level of difficulty and game

Self Test Game

The Self Test game poses math problems similar to those in the *Math Man* game. However, you don't have to move along beams and up ladders while you solve them. The Self Test game is most helpful when you reach a level in the *Math Man* game where the problems seem tough. Practice them in the Self Test game.

Use the ← (back arrow) or **Delete** keys to erase.

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